Championship Golf
Atari

USER'S GUIDE TO CHAMPIONSHIP GOLF

CHAMPIONSHIP GOLF is a challenging and realistic computer adaptation of golf for one to four players. Many of the features of a regular golf course are incorporated, and you can play a different 18-hole course every game. You have 20 clubs to choose from, including all of the popular irons, sand and pitching wedges, and one to nine woods for that little extra distance.

The rules of CHAMPIONSHIP GOLF are easy to learn, and soon you will be able to spend hours enjoying and refining your game. Seasoned golf pros as well as beginners will find that CHAMPION-SHIP GOLF offers the fast-paced excitement and stimulation of good golf.

OBJECT OF THE GAME

As with golf on an actual course, the object of CHAMPIONSHIP GOLF is to drive your ball to the hole with the fewest number of strokes possible. Your score per hole is the number of strokes you require to get there, and your score per game is the total of your strokes for all eighteen holes. You can play in competition with other players or against "par," the average number of strokes that an expert would require for a particular hole.

HARDWARE REQUIREMENTS

To play CHAMPIONSHIP GOLF, you will need an Atari 400 or 800 with a TV or monitor and a BASIC Language cartridge.

For the tape version, you will need an Atari 410 Program Recorder and 32K of memory.

For the disk version, you will need an Atari 810 Disk Drive and 32K of memory.

LOADING INSTRUCTIONS

Tape Version

1. Remove all cartridges except the BASIC Language cartridge from the Atari.
2. Turn ON the TV or monitor and plug in tape recorder.
3. Insert the CHAMPIONSHIP GOLF tape and rewind it.
4. Turn ON the Atari while holding down the START key.
5. When the Atari emits a clicking sound, release the START key and press PLAY on the recorder.
6. Press any key except BREAK or RESET on the Atari.
7. Upon completion of a successful load, the game will begin automatically.

Disk Version

1. Remove all cartridges except the BASIC Language cartridge from the Atari.
2. Insert the CHAMPIONSHIP GOLF disk into the disk drive, label side up.
3. Turn ON the Atari and the TV or monitor.
4. Upon completion of a successful load, the game will begin automatically.

PLAYING
CHAMPIONSHIP GOLF

The RULES

After the title page appears on the screen, the program asks:

WOULD YOU CARE TO SEE THE RULES?

Press **Y** to view a complete set of the CHAMPIONSHIP GOLF rules. There are nine rules, and they are the same as those incorporated into this booklet in a learn-as-you-go fashion. Press **N** if you would like to skip the rules. The computer then displays:

VERY WELL. LET'S PLAY GOLF

PLEASE WAIT A MOMENT . . . . . .

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While you are waiting for a few seconds, the screen displays:

CHAMPIONSHIP GOLF

The PLAYERS

Next you are asked:

HOW MANY PLAYERS (1 TO 4) ?

In response, type any number from one to four, followed by **RETURN.**

When more than one person plays, the first player gets to take as many strokes as he or she requires to bring the ball onto the green; then the second player takes his or her fairway shots; and so on, until all players have reached the green. On the green, the first player putts all the way to the hole, and then the second player, and so on. When all players have finished a hole, an honor system is followed in which the winner of the previous hole shoots first on the next hole.

The next request from the program is:

PLAYER #1 ENTER YOUR HANDICAP:
*** THIS IS NOT YOUR REAL HANDICAP ***
THE SMALLER THE HANDICAP YOU CHOSE, THE FARTHER
THE BALL WILL GO WHEN YOU HIT IT (1 TO 18)?

What the program really needs here is your skill level, with one being the lowest. Enter one for the first few games. As your skill and judgment increase, you might want to raise this value. Increased "handicaps" serve to make shots less reliable. Very often with a higher handicap, a given club will not hit the average distance that it can. (See Table 1.) In general, a higher handicap means that you shoot shorter distances.

Enter the handicap value you have selected, followed by **RETURN.**

The computer will now display the first hole, and the game begins.

The COURSE DISPLAY

A hole on the course is displayed from two different vantage-points. The bird's-eye view, at the top of the screen, shows the two tee marker blocks at the left of the fairway, and the green with the hole at the right of the fairway. Sand traps, in orange, will often be present as well.

At the bottom of the screen is the side view, with the tee marker block at the left and the flagstick for the hole at the right.

Beneath the side view of the hole, the computer displays the "status line" for the hole. Here you will be able to read the information necessary to make your shot. For instance, a typical status line reads:

HOLE:4 SIZE:395 PAR:4 DIST.:180 ST:2

This line shows that you are playing the fourth hole, which is 395 yards long. Par for the hole is four strokes. Your ball is now 180 yards from the hole, and you have already taken two strokes.

At the start of the game, the status line will, of course, show that you are at hole#1; and before your first shot, the distance from the hole (DIST) will be the same as the SIZE.

DRIVES

Beneath the status line, this message will now appear:

PLAYER #1, IT IS YOUR TURN.

This information message will be immediately replaced by:

PLAYER #1, WHAT CLUB WILL YOU USE?

Each club has its particular use, and the best way to select a club is on the basis of the desired distance. For instance, woods in general shoot 10 to 20 yards farther than their respective irons. Two specialized clubs — the pitching wedge and the sand wedge — are normally used very close to the green.

Table 1 lists the clubs available, along with the code that you should type to select each club, and the average distance an expert golfer would hit with each club.

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Type the code for the club you would like, followed by **RETURN.**

TABLE 1. Clubs and the Average Distances.

For Club	Enter	Average Distance
1 Wood	1W	250 yards
2 Wood	2W	240 yards
3 Wood	3W	230 yards
4 Wood	4W	210 yards
5 Wood	5W	195 yards
6 Wood	6W	175 yards
7 Wood	7W	160 yards
8 Wood	8W	130 yards
9 Wood	9W	125 yards
1 Iron	1I	220 yards
2 Iron	2I	210 yards
3 Iron	3I	200 yards
4 Iron	4I	190 yards
5 Iron	5I	175 yards
6 Iron	6I	160 yards
7 Iron	7I	145 yards
8 Iron	8I	135 yards
9 Iron	9I	115 yards
10 Iron (Pitching Wedge)	10I	110 yards
11 Iron (Sand Wedge)	11I	100 yards

Next, the computer will ask:

PLAYER #1, WHAT STRENGTH (0 TO 10)?

Enter the number which best corresponds to the amount of power you want to apply to the ball. Zero is the least and ten is the most. (The distances listed in Table 1 are for strength 10.) Follow the number with **RETURN.** When you are teeing off at the start of a

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hole, you will probably want the maximum value. Later, as you approach the green, you will probably select a lower value.

The next question you are asked is:

PLAYER #1, DIRECTION (0 TO 360)?

This is the direction you would like the ball to go, reckoned in degrees from the north (the top of the screen being north, or 0 degrees). The "compass" available in the Command Mode is a good aid to figuring the number of degrees you need. A shot straight to the right would be 90 degrees while one straight to the left would be 270 degrees. Most shots will not be straight to the right or left, however, and the compass can help you in selecting your shot.

Enter the appropriate degree value, followed by **RETURN.** This question and answer will remain on the screen.

Now that you have given the program all the information it needs, your ball will be struck with the club and strength you selected, aimed in the direction you specified. You can see your ball in flight from both the top and the side views.

When the ball lands, this message is displayed briefly:

YOU JUST SHOT: xxx YARDS.
YOU HAVE: yyy YARDS TO GO.

Then the status line will be updated for your remaining distance from the hole, and for the number of strokes you have taken.

You continue down the fairway in the same way: by choosing a club, selecting a strength, and specifying an angle for each shot.

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Return to the start of the "Fairway" section for aid with making your next shot. The cycle ends when you reach the green.

PUTTING ON THE GREEN

When a shot places your ball onto the green, the screen briefly informs you of this. For instance:

YOU ARE ON THE GREEN
8 YARDS FROM THE PIN
YOU MADE IT IN 7 SHOT(S)

If more than one person is playing, all players must reach the green before the actual putting begins. Once the last (or only) player reaches the green, the green is then displayed in bird's-eye view. The hole is shown in the middle, as a square. The current player's ball is a dot.

On the green, there are fewer decisions to make. The computer assumes a putter will be used, so there is no club selection to make. You are simply asked:

PLAYER #1
SPEED (0 TO 10)?

This corresponds to the "strength" question on the fairway. Enter your value, followed by **RETURN.** Finally, you are asked:

PLAYER #1
DIRECTION (0 TO 360)?

Enter the direction for the shot, expressed in degrees from the north (the top of the screen), followed by **RETURN.**

Now you can watch your ball move. If you did not reach the hole, you will be informed:

TOO BAD . . . . . .YOU DIDN'T GET IT.

The computer then asks for the speed and direction of your next putt. When you reach the hole, the computer displays:

YOU GOT IT YOUR SCORE FOR THIS HOLE IS: x

Now the other players (if any) will be allowed to putt to the hole. Then CHAMPIONSHIP GOLF moves on to the next hole of the course, which will be displayed on the screen. See "Drives" and "Fairway" sections for a refresher on how to proceed.

COMMAND MODE

You can break out of the play cycle whenever the program asks WHAT CLUB WILL YOU USE? by hitting **C,** followed by **RETURN.** This places you in Command Mode, giving you the following options, which are displayed on the screen:

R — RETURN TO GAME
E — END GAME
S — SHOW SCORECARD
F — FLASH THE BALL
C — CLUB DISTANCE CHART
D — SHOT DIRECTION CHART

ENTER YOUR CHOICE?

Enter the code for the command you wish, followed by **RETURN.**

R places you back in the game at the point you left it.

E ends the game. The computer makes sure you wish to stop and then displays the scorecard (as described below for option **S**). Hitting any key will then give you the option of starting another game.

S displays a "Golf Score Summary," which shows for each hole the length, par value, and number of strokes for each player. Press any key to continue with the game.

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F flashes the current position of your ball. This is useful when your ball lands on the edge of the fairway, and you can't see it. The game automatically resumes with WHAT CLUB WILL YOU USE?.

C displays the distance which each club shoots (the same information given in Table 1). Press any key to continue with the game.

D displays the shot direction chart which is a compass. North is 0 degrees, south is 180 degrees, etc. Any number between 0 and 360 is acceptable.

PENALTIES

If you shoot your ball out of bounds, you receive this message:

YOU JUST WENT OUT OF BOUNDS.
I WILL REPLACE YOUR BALL WHERE IT LEFT
THE COURSE.

In addition to replacing your ball, the computer adds a one-stroke penalty to your score for the hole.

ENDING THE GAME

When you complete the 18th hole the scorecard is displayed together with the message:

PRESS ANY KEY TO CONTINUE

Press any key. The computer then asks you if you would like another game. Press **Y** if you would like to play again. The game resumes with

HOW MANY PLAYERS (1 TO 4)?

The scorecard is also displayed when you choose the End Game option in the Command Mode. See "The Players" section for a reminder as to how to continue. Now you're all set to play . . . Happy golfing!

HAYDEN SOFTWARE

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